

Full text of the proposal follows (additions indicated in boldface thus; deletions indicated in brackets [thus]):

13:69E-1.13W High roll dice table; high roll dice shaker; physical characteristics

(a) High roll dice shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

b) The layout for a high roll dice table shall contain, at a minimum, the following:

1. Five separate designated player positions, one for each of five players at the table, with each position being numbered one through five;

2. For each player position:

i. A pip wagering area for the placement of pip wagers;

ii. A like kind wagering area for the placement of like kind wagers; and

iii. An extra roll wagering area for the placement of an extra roll wager;

3. A throw box, recessed from the table surface where player wagers are placed, into which dice are to be rolled;

4. Payout odds for all wagers and, if applicable, maximum payout per player per round of play; and

5. The name or trade name of the casino licensee offering the game.

(c) If the payout odds for any wager or, if applicable, maximum payout per player per round of play are not inscribed on the layout as required in (b)4 above, the payout odds and maximum payout shall be posted on a sign at each high roll dice table.

(d) Each high roll dice table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Division.

(e) High roll dice shall be played with a container, to be known as a "high roll dice shaker," which shall be used to shake the dice. The high roll dice shaker shall be designed and constructed to contain any feature the Division may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The high roll dice shaker shall be capable of housing up to ten dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and

2. The high roll dice shaker shall have the name or identifying logo of the casino imprinted or impressed thereon.

13:69E-1.15 Dice; physical characteristics

(a) No change.

(b) Each die used in gaming at pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice** shall comply with the requirements of (a) above except as follows:

1. - 3. (No change.)

(c) (No. change.)

13:69E-1.16 Dice; receipt; storage; inspections and removal from use

(a) - (d) (No change.)

(e) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

1. (No change.)

2. Alternative No. 2: Distribution to and inspection at the  
pit stand:

i. (No change.)

ii. The inspection of the dice at the pit stand  
shall

be performed by:

(1) (No change.)

(2) For sic bo, mini-dice, pai gow, pai gow  
poker, asia poker, [or] supreme pai gow **or high roll dice** a  
floorperson, in the presence of another floorperson, both of whom are  
assigned the responsibility of supervising the operation and conduct  
of such games.

iii. (No change.)

iv. After completion of the inspection, the dice

shall be distributed as follows:

(1) - (2) (No change.)

(3) For pai gow, pai gow poker, asia

poker, [or] supreme pai gow **or high roll dice**, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, distribute such dice directly to the dealer at each pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice table**. The dealer shall immediately place the dice in the pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice** shaker.

v. - vi. (No change.)

vii. Notwithstanding (e)2v(2) above and as an

additional alternative to (e)2vi above, previously inspected reserve dice may be used for gaming without being reinspected if they are maintained in a locked compartment in the pit stand in accordance with the following procedures.

(1) - (2) (No change.)

(3) For pai gow, pai gow poker, asia poker,

or supreme pai gow, a set of three dice, after being inspected, shall be placed in a sealed envelope or container. **For high roll dice, a set of ten dice, after being inspected, shall be placed in a sealed envelope or container.** A label that identifies the date of inspection and contains the signatures of those responsible for the

inspection shall be attached to each envelope or container.

3. Alternative No. 3: Inspection in primary storage area and distribution to tables:

i. - ii. (No change.)

iii. After completion of the inspection, the person performing the inspection shall seal the dice as follows:

(1) - (2) (No change.)

(3) For pai gow, pai gow poker, asia poker or supreme pai gow, after each set of three dice are inspected, they shall be placed in a sealed envelope or container. **For high roll dice, after each set of ten dice are inspected, they shall be placed in a sealed envelope or container.** A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

iv. At the beginning of each gaming day and at such other times as may be necessary, a table games shift manager or casino supervisor thereof and a casino security officer shall distribute the dice as follows:

(1) - (2) (No change.)

(3) For pai gow, pai gow poker, asia poker,

supreme pai gow **or high roll dice**, the sealed envelope or container shall be distributed to a pit boss in each pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice** pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice** table by the pit boss, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice** shaker.

v. When the envelope or container or the seal is damaged, broken or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are reinspected as follows:

(1) (No change.)

(2) For pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice**, in accordance with the procedures in subsection (e)2 above.

vi. - viii. (No change.)

(f) - (i) (No change.)

(j) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Division, and at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra dice in dice reserve.

1. If collected, dice shall be returned to the primary storage area; provided, however, that any dice which have not been inspected and sealed pursuant to the requirements in (e)3 (Alternative No. 3) above shall, prior to use for actual gaming, be inspected as follows:

i. (No change.)

ii. For pai gow, pai gow poker, asia poker, [or] supreme pai gow **or high roll dice**, in accordance with the requirements in (e)2 above.

2. (No change.)

(k) - (l) (No change.)

#### **SUBCHAPTER 37. HIGH ROLL DICE**

##### **13:69F-37.1 - Definitions**

The following words and terms, when used in this subchapter, shall have the following meanings unless the context clearly indicates otherwise:

"Extra roll" shall mean a roll of remaining, unmatched dice after first roll.

"Extra roll wager" shall mean the optional wager to be made prior to the first roll of the dice on the exact number of matches greater than three-of-a-kind on the winning pip value after a second roll of the dice.

"Like kind wager" shall mean the optional wager to be made prior to the first roll of the dice on the exact number of dice that match for a winning pip wager.

"Pip" shall mean a dot or spot on the face of a die.

"Pip value" shall mean the total number of pips on the face of a die (1, 2, 3, 4, 5 or 6).

"Pip wager" shall mean the wager required to be made prior to the first roll of the dice in order to participate in the round of play on the pip value of dice (1 through 6) with the greatest number of matches yielded by the first roll.

"Round of play" means one complete cycle of play during which all players then playing at the table have placed a wager, the dice have been thrown once or, if applicable, a second time, and players have had their wagers paid or collected in accordance with this subchapter.

#### 13:69F-37.2 - Rank of pip values

(a) The rank of pip values shall be in order of highest to lowest: 1, 6, 5, 4, 3 and 2.

(b) If two or more pip values have the greatest number of matches, the winning pip wager shall be determined in accordance with the ranking of pip values in (a) above.

#### 13:69F-37.3 Wagers

(a) All wagers at high roll dice shall be made by placing gaming chips on the appropriate betting area of the high roll dice



layout. A verbal wager accompanied by cash shall not be accepted at the game of high roll dice.

(b) Only players who are seated at the high roll dice table may place a wager at the game.

(c) All wagers at high roll dice shall be placed prior to the dealer announcing "No more bets" in accordance with the dealing procedures set forth in N.J.A.C. 13:69F-37.4(a). No wager at high roll dice shall be made, increased or withdrawn after the dealer has announced "No more bets."

(d) If a player elects to make more than one pip wager, each pip wager shall be in an equal amount. If a player elects to make one or more match wagers, each match wager shall be in an amount equal to the amount of the player's pip wager(s).

(e) If a player elects to make an extra roll wager, the extra roll wager shall be in an amount equal to at least the minimum wager posted at the high roll dice table.

(f) In order to qualify for an extra roll wager payout, a player shall have placed a like kind wager for a greater number of matches that qualified as the winning like kind wager after the first roll of the dice.

13:69F-37.4 Procedures for completion of each round of play; payment  
and collection of wagers

(a) After all wagers have been placed and the dealer has announced "No more bets," the dealer shall collect all extra roll wagers and place them in the inventory container. Extra roll wagers,

once collected, shall be marked with an electronically illuminated sensor.

(b) The dealer shall then place all ten dice into the high roll dice shaker. The dealer shall shake the shaker a minimum of three shakes before throwing all the dice into the throw box. If, upon throwing the dice into the throw box, one or more dice exits the throw box, comes to rest stacked or tilted in the throw box, or otherwise does not lie flat at the base of the throw box, the roll of the dice is void and all ten dice shall be thrown again. Upon throwing all dice into the throw box, the dealer shall display his or her hands and the empty shaker for surveillance.

(c) The dealer shall then determine the most dice matches (like kind) of the highest ranking pip value and announce both the highest like kind and highest ranking pip value. A player who has placed a pip wager on the pip value corresponding to the most dice rolled with the highest ranking pip value has a winning pip wager. A player who has placed a like kind wager on the highest like kind has a winning like kind wager.

(e) The dealer shall then pick up the remaining dice (i.e., those not part of the combination yielding the winning pip and like kind wagers), and place them in the shaker.

(f) The dealer shall then pay all winning pip wagers and like kind wagers in accordance with N.J.A.C. 13:69F-37.5(b) and (c) and collect all losing pip wagers and like kind wagers. The first roll's winning dice shall then be placed on the rear ledge of the throw box.

(g) The dealer shall begin the second roll with the remaining dice in the shaker, by shaking the shaker at least three times and throwing the remaining dice into the throw box. If, upon throwing the remaining dice into the throw box, one or more dice exits the throw box, comes to rest stacked or tilted in the throw box, or otherwise does not lie flat at the base of the throw box, the second roll of the dice is void and all remaining dice shall be thrown again. Upon throwing the remaining dice into the throw box, the dealer shall display his or her hands and the empty shaker for surveillance.

(h) The dealer shall then separate the dice inside the throw box to determine the dice that match the pip value of the winning like kind wager after the first roll. The dealer shall move the matching dice onto the rear ledge of the throw box and place them to the left of the dice from the winning first roll dice. The dealer shall announce the total of like kind dice from both rolls for payout on winning extra roll wagers in accordance with N.J.A.C. 13:69F-37.5(d).

13:69F-37.5      Payouts

(a) The payout odds for winning wagers at high roll dice printed on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word "to" or "win," and no odds shall be stated through the use of the word "for."

(b) A casino licensee shall pay each winning pip wager at no less than the following odds:

<u>Pip Value</u>	<u>Payout Odds</u>
Two	7 to 1
Three	6 to 1
Four	5 to 1
Five	4 to 1
Six	4 to 1
One	3 to 1

(c) A casino licensee shall pay each winning like kind wager at no less than the following odds or amounts, as applicable:

<u>Like Kind</u>	<u>Payout Odds/Amounts</u>
Two-of-a-kind	12 to 1
Three-of-a-kind	4 to 5
Four-of-a-kind	7 to 5
Five-of-a-kind	6 to 1
Six-of-a-kind	50 to 1
Seven-of-a-kind	500 to 1
Eight-of-a-kind	7500 to 1
Nine-of-a-kind	\$250,000
Ten-of-a-kind	\$1,000,000

(d) A casino licensee shall pay each winning extra roll wager at no less than the following odds or amounts, as applicable:

<u>Like Kind</u>	<u>Payout Odds</u>
Three-of-a-kind	8 to 1
Four-of-a-kind	1 to 1

Five-of-a-kind	2 to 1
Six-of-a-kind	5 to 1
Seven-of-a-kind	12 to 1
Eight-of-a-kind	50 to 1
Nine-of-a-kind	\$5,000
Ten-of-a-kind	\$125,000

(e) Notwithstanding the minimum payout odds and amounts required by (b), (c) and (d) above, a casino licensee may establish a maximum amount of \$1,000,000 or such greater amount as approved by the Division that is payable to a player on a round of play.